CLAIMS:

1. Method for providing copy-protection services on a storage medium, characterized in that data on the storage medium are encrypted with a key ($E\{L_i,S\}$, K') which depends on a position (L_i) of data in the memory module, and that in each write operation data is written into positions on the storage medium that are chosen at random.

2. Method as claimed in claim 1, characterized in that the data are arranged in blocks having a sector number and during each block write the sector number for the current or next block is randomly chosen from a free block list.

3. Method as claimed in claim 1 or 2, characterized in that the data on the storage medium are arranged in blocks, and a block is encrypted with a key which depends on the position of one or more of the blocks.

4. Method as claimed in claim 3, characterized in that a block is encrypted with a key dependent on the position of said block.

5. Method as claimed in claim 3, characterized a block is encrypted with a key which depends on the position of a previously written block.

6. Method as claimed in claim 3, characterized in that a block is encrypted with a key which depends on the positions of all of the blocks.

7. Method as claimed in claim 1, characterized in that the storage medium is a removable solid state memory module (C).

8. System arranged for implementing a method as claimed in claim 1 comprising a controller unit for choosing the locations at random.

9. Player for playing data from storage media having data prepared according to a method as claimed in claim 1

10. Storage medium prepared according to a method as claimed in claim 1 comprising a controller unit for choosing the locations at random.